SQUARE ENIX

www.square-enix.com
Published by Square Enix, Inc.
999 N. Sepulveda Blvd., 3rd Floor
El Segundo, CA 90245

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SQUARE ENIX

For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

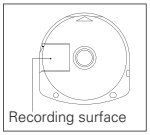
- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

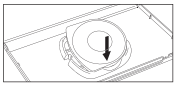
Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

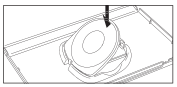
Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.

Use and handling of UMD®

• This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP® system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. AND CANADA ONLY. • Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzine, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.







Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.

Storing the disc

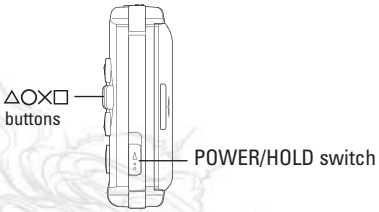
Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc. Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.

CONTENTS

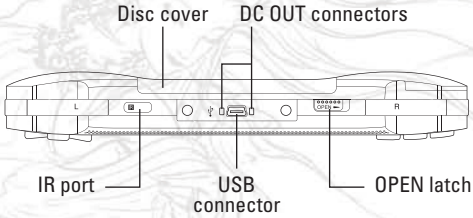
04 Story & Characters
10 Controls
12 Getting Started
16 Story Mode
22 Arcade Mode
24 Duel Colosseum
26 Quick Battle
28 Customization
34 Communications Mode
38 PP Catalog
38 Museum
40 Calendar
41 Hints

GETTING STARTED

Right side view



Front view



Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT the DISSIDIA FINAL FANTASY® disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD® icon. A thumbnail for the software is displayed. Select the thumbnail and press the ⊗ button of the PSP® system to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD® while it is playing.

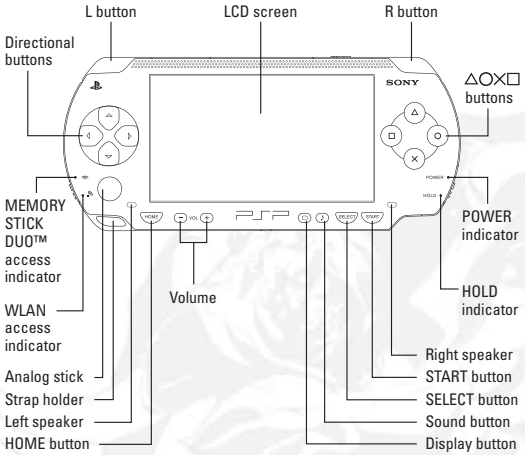
Memory Stick Duo™

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP® system. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

STARTING UP

PSP® (PlayStation® Portable) system configuration



STORY & CHARACTERS

Cosmos, the goddess of harmony.

Chaos, the god of discord.

Reigning from distant realms, the two gods had gathered warriors from all lands to lead them in savage war.

Cosmos and Chaos were of equal strength. It was believed the conflict would last forever.

But the balance was broken. Those who answered Chaos's call created an inexhaustible force.

And under vicious attack without relent, the warriors fighting for Cosmos started to fall, one by one.

The conflict that has continued for eons is now about to end in Chaos's favor. The world has been torn asunder, sinking into a vortex of disorder.

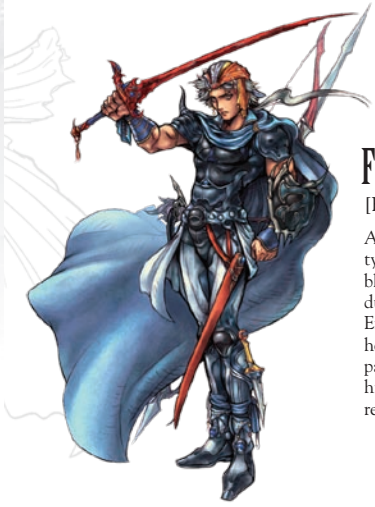
As for the few surviving warriors…their fates have yet to be determined.

DISSIDIA FINAL FANTASY

I Warrior of Light

[FINAL FANTASY]

A legendary warrior blessed by the light. Bearing sword and shield, he is skilled in all aspects of combat. In the original game, he set out to rescue Princess Sarah of Cornelia and embarked on a journey to save a world shrouded in darkness.



II Firion

[FINAL FANTASY II]

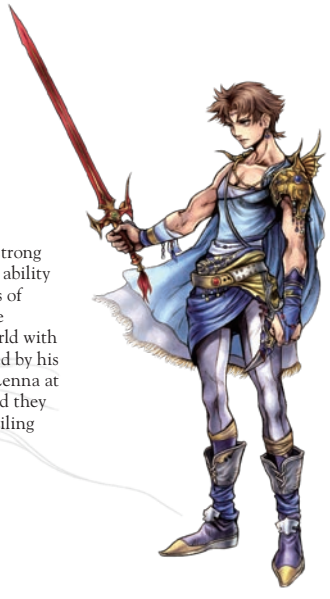
A young warrior skilled in many types of weaponry. He is hot-blooded, with a strong sense of duty. In the original game, the Empire of Palamecia invaded his hometown of Fynn, killing his parents and severely wounding him. He later decided to join a resistance group with his friends.

Onion Knight
[FINAL FANTASY III]

A pint-sized youth skilled in both sword and sorcery. In the original game, a sudden earthquake opened a cavern in the ground. When the boy and his friends went to investigate, they fell into the Altar Cave and were eventually chosen as Warriors of the Light by the Wind Crystal.

Bartz
[FINAL FANTASY V]

A courageous young man with a strong sense of justice. He possesses the ability to mimic and combine the powers of Cosmos's warriors in battle. In the original game, he traveled the world with his chocobo friend, Boko, as willed by his late father. He ran into Princess Lenna at the scene of a meteorite crash, and they began a journey to seek out the failing Elemental Crystals.



Cecil
[FINAL FANTASY IV]

A kind-hearted knight who wields the powers of both darkness and light. In the original game, he was Lord Captain of Baron's airship force until circumstances led to his dismissal. He then embarked on a journey of self-discovery. He was eventually able to overcome his dark past and start down the path of a paladin.

Terra
[FINAL FANTASY VI]

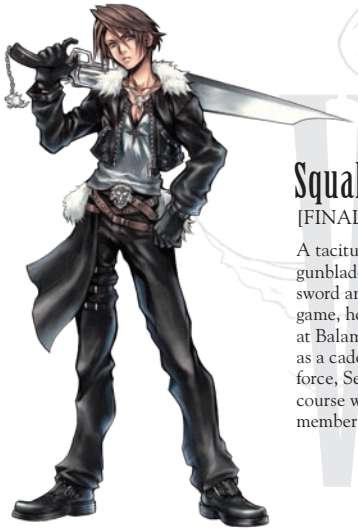
A girl born with the power of espers who possesses potent magic. She can strike an enemy with long- and short-range magic attacks. In the original game, she was manipulated by the Gestahlian Empire for her magical powers. After telepathically communicating with an esper in the mining city of Narshe, the Empire's control over her was broken, and she was stolen away by the thief, Locke. Afterwards, she joined a resistance group, standing up against the Empire to save the world.

Cloud
[FINAL FANTASY VII]

A young swordsman with glowing eyes who wields a blade as large as he is. In the original game, his cooperation with the anti-Shinra group AVALANCHE marked the beginning of his journey to defend the planet. His former idol, Sephiroth, became his nemesis after the legendary hero burned down his home village.

Zidane
[FINAL FANTASY IX]

A 16 year-old thief with great energy and a sharp wit, though all is lost when it comes to women. In the original game, he was a member of Tantalus, a gang of thieves masquerading as a traveling theater group. After kidnapping the beguiling Princess Garnet, he was drawn into a conflict that concerned the very reason for his birth.



Squall
[FINAL FANTASY VIII]

A taciturn youth who wields a gunblade, a weapon which is part sword and part gun. In the original game, he was raised as a mercenary at Balamb Garden before training as a cadet in the special military force, SeeD. His destiny changed course when he met Rinoa, a member of the resistance.

Tidus
[FINAL FANTASY X]

A light-hearted, cheerful youth able to calm others even in the most trying of situations. In the original game, he was an ace blitzball player for the Zanarkand Abes. After an assault by the monster Sin, he found himself in a world called Spira and began traveling with a summoner named Yuna.

CONTROLS

PSP® (PlayStation®Portable) system

Menu controls are in green text. Story Mode controls are in light blue text. Battle controls are in dark blue text.

R button
Switch menu items
Scan mode
Block

R button + button
Activate EX Mode
(when EX Gauge is full)

R button + button
Dodge

R button + button
Summon

button
Read letter /
Show calendar
Skill
HP attack

L button
Switch menu items
Lock / Unlock target

button
Customize
Customize
Quickmove

button
Cancel
Bravery attack

button
Confirm
Confirm
Jump / Recovery /
Escape banish trap /
Chase (when shown on-screen) /
Dodge chase attack

HOME button
Quit game

START button
Pause menu

Directional buttons
Select menu items
Move player piece
Control camera

Analog stick
Move character

SELECT button
Switch between customization sets
Reset camera position

GETTING STARTED

Insert the DISSIDIA FINAL FANTASY disc into the PSP system, then turn the power on. Press the **START button** during the demo movie to open the title menu.

Title Menu

NEW GAME

Select this to start a new game.
Follow the instructions on-screen to set up.

[Enter a Nickname]
Enter your player name, then confirm or press the **START button**.

[Play Plan]
Decide how much time you are going to spend playing in a day. Your selection will influence the bonus EXP you earn. (◊ P.29)

[Bonus Day]
Select a special day of the week when you can earn bonuses for playing. (◊ P.40)

As soon as this is confirmed, the tutorial will begin.
You will fight four battles in a row, but you do not have to win to proceed.

LOAD GAME

Continue the game from where you left off.

DATA INSTALL

Data Install allows you to partially install game data to a Memory Stick Duo or Memory Stick PRO Duo for faster load times.
You will need at least 261MB of free space to install game data on your Memory Stick Duo or Memory Stick PRO Duo.

In order to be able to save your progress, you will need a Memory Stick Duo or Memory Stick PRO Duo with at least 384KB of free space. Make sure to insert the Memory Stick into your PSP before powering it on.

Start Menu

■ STORY MODE

Play through the tales of warriors chosen by Cosmos and Chaos. (◊ P.16)

■ ARCADE MODE

Use pre-set characters to run a gauntlet of battles. (◊ P.22)

■ DUEL COLOSSEUM

Battle an intense barrage of opponents chosen by drawn cards. (◊ P.24)

* This mode becomes available after advancing through the game.

■ QUICK BATTLE

Engage in customizable one-on-one battles against the computer. (◊ P.26)

■ COMMUNICATIONS MODE

Connect to other players to battle or exchange Friend Cards. (◊ P.34)

■ PP CATALOG

Exchange PP you have received for options and bonuses in the game. (◊ P.38)

* This feature becomes available after advancing through the game.

■ MUSEUM

Enjoy cutscenes, music samples, and other data you have collected. (◊ P.38)

* This feature becomes available after advancing through the game.

■ PLAYER SETTINGS

Change your player name, play plan, and Bonus Day settings. (◊ P.12)

■ OPTIONS

Change control and environmental settings, or view battle tutorials. (◊ P.15)

Mognet (□ button)

Read letters from moogles. (◊ P.40)

Calendar (□ button)

Display the weekly calendar. You can also read the moogles' letters from here by pressing the □ **button**.

Customization (△ button)

Customize your characters. (◊ P.28)

Battle Tutorials	View battle tutorials.
Battle Mode	Set the battle control scheme. Those unaccustomed to action games may wish to try playing command-style. * This feature becomes available after advancing through the game.
Character Control	Toggle the functionality of the analog stick and directional buttons.
Camera Controls: Vertical	Set camera vertical axis control.
Camera Controls: Horizontal	Set camera horizontal axis control.
Camera Auto-Follow	Turn camera auto-follow on or off.
Camera Sensitivity	Set the speed of camera movement.
Quickmove Indicator	Display arrows indicating where Quickmove is possible.
Lock-on Cursor Display	Display a cursor that locks onto the opponent.
Target Indicator	Display arrows indicating the opponent's location.
Lock-on at Battle Start	Lock onto opponents when matches begin.
Battle Information	Set what information is displayed during battle.
Movie at Battle Start	Set the length of battle intro movies.
Battle Voice Subtitles	Turn battle voice subtitles on or off.
Subtitles	Turn cutscene subtitles on or off.
Skip All Cutscenes	Turning this on will automatically skip all skippable cutscenes in Story Mode. * This feature becomes available after advancing through the game.
BGM Volume	Turn background music on or off.
SFX Volume	Turn sound effects on or off.
Voice Volume	Turn character voices on or off.
Play Plan Notification	Turn on or off the notifications of play plan bonuses that display after battles.
Data Install	Set whether or not to access data installed to the Memory Stick in addition to data from the game disc to decrease load times. Install data by selecting DATA INSTALL from the title menu.
Save Battle Replays	When set to ON, pressing the □ **button** at the end of a battle allows the battle's replay data to be saved. Replays may be viewed and edited in the Museum. * This feature becomes available after advancing through the game.
Data Management	Save or delete game data.

STORY MODE

In Story Mode, you advance through the game by helping characters through their individual quests.

Advancing the Story

To progress through Story Mode, you must clear each level for each character. To clear a level, use the directional buttons to move the player piece to the Stigma of Chaos, engaging in battle with enemy pieces encountered along the way.

* Some levels require different conditions to be cleared.

How to View the Screen

Press the △ button to customize your character. (◊ P.28)

Destiny Points (DP)

Moving the player piece costs Destiny Points (DP). One jaunt from the home area to any destination expends 1 DP. You can continue to move even if your DP dips below zero. You are allotted a certain number of DP each level, but you can earn additional DP by meeting certain conditions when winning a battle: that battle's DP Chance. You earn prizes for any DP remaining after clearing the level. Remember that once you confirm your destination, it becomes your home area.

Battle

To engage in battle, move adjacent to a battle piece, position the cursor over it, and press the ⊗ **button**. Win the battle and the piece vanishes, enabling you to move forward.

Use caution when entering battle while you are adjacent to multiple battle pieces; after you defeat one, the others will go berserk, turning red and forcing you into consecutive battles.

Items

There are treasure chests and items to be found on every level. Move next to an item and press the ⊗ **button** to obtain it. You can also press the R **button** to preview details of the pieces on the current level.

Skills

Press the □ **button** to open the list, and the ⊗ **button** to use the skill of your choice. Some skills require a specific target. Be sure to check the effect of a skill before using it.

Pause Menu

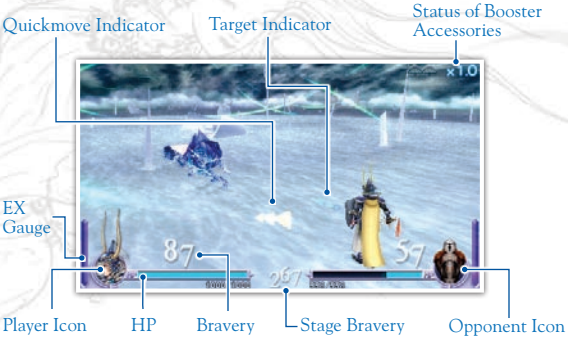
Press the **START button** to open the pause menu.

Return to Game	Close the pause menu and resume playing through Story Mode.
Quicksave	Temporarily save current progress and return to the title screen.
Quit Level Progression	Halt level progress and return to the Start Menu. Currently gained EXP and rewards will be saved.
Help Manual	Display the help manual for Story Mode. Check here if you are confused about something.

Battle - Details

Engage in one-on-one battles with enemies in a variety of stages. Information on the enemy is displayed before each battle. You can use the R and L **buttons** to display different data. When the game is done loading, press the ⊗ **button** to begin the battle.

■ HOW TO VIEW THE BATTLE SCREEN



■ BATTLE BASICS

Bravery Attacks: Use the ○ **button** to decrease your opponent's bravery (attack power) and increase your own.

* Note that bravery attacks do not decrease the opponent's HP.

HP Attacks: Use the □ **button** to deliver HP attacks. If an attack hits, it deals damage to the opponent's HP equivalent to your bravery.

When you knock your opponent's bravery to 0, this causes a Bravery Break, awarding you the stage bravery.

Bring the opponent's HP to zero, and you win!

■ EX MODE

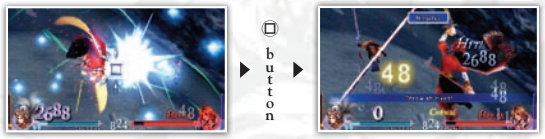
As you obtain the EX Cores and EX Force on the battlefield, your EX Gauge fills up. When it becomes full, press the R **button** and the □ **button** together to enter EX Mode.

EX Gauge

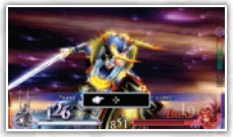
EX Force

EX Core

While in EX Mode, you gain the benefits of special effects such as Regen, which gradually restores HP.



Execute an HP attack while in EX Mode and press the □ **button** within a set time frame to unleash an EX Burst—an incredibly powerful HP attack. Follow the instructions shown on-screen to deal extreme damage to the opponent.



■ DEFENSE

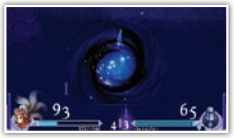
Block (R button)

Blocks can work against physical and magical attacks. A successful block can cause the opponent to stagger. However, there are some attacks that cannot be blocked.

Evade (R button + ⊗ button)

Attacks can be dodged by pressing the R and ⊗ **buttons** at the same time. When dodging on the ground, use the analog stick to control how you dodge.

Escaping from Banish Traps



Some stages have banish traps, which rob you of your bravery while you are caught within them. After a certain period of time, you will automatically be transported to the nearest flat area, but you can attempt to escape from them earlier by rapidly pressing the ⊗ **button**.

OTHER ACTIONS

Quickmove

Press the △ **button** wherever you see Quickmove indicators to execute Quickmoves such as:

Wall runs: Run on perpendicular wall surfaces

Flying leaps: Jump long distances to another foothold

Grinds: Skid at high speed over set routes

Chase

Some attacks that knock your opponent into the air allow you to press the ✕ **button** to chase your opponent and continue your attack. Use the buttons as described below to deal or evade attacks in midair.

○: Bravery attack. Attacks are immediate.

□: HP attack. Attacks are delayed.

✕: Evasion. Successful evasion of an attack lets you attack the opponent.

Escaping Combos

When caught in your opponent's combo attacks, you can activate EX Mode to free yourself from the barrage.

Block Break

Some attacks can break through an opponent's block and deal damage.

[Gaining EXP]

You gain experience points and level up by dealing damage to your opponent's HP. Meeting certain conditions will earn you bonus EXP. You cannot gain EXP in Arcade Mode.

Try command-style battles!

As you advance the game, a "Command-style" option becomes available through the "Battle Mode" item in the Options menu. If you find the action-based controls difficult, switch from the default "Action-style" to "Command-style" and enjoy fighting with easier controls.

Pause Menu (during battle)

Return to Game	Close the pause menu and resume playing through Story Mode.
Retry	Start over from status at beginning of battle. Resets Summonstone status and EXP.
Flee	Quit battle and return to level. Retain EXP, but suffer 2 DP penalty.

Battle Results

At the end of a successful battle, you will see the points and items that you earned.

You cannot earn rewards in Arcade Mode.

Level Results

When you clear a level, you will earn the level bonus displayed at the top of the screen. You can also see the PP gained throughout the level, as well as your current Story Points, a score based on your performance.

Story Results

When all the levels of a story are cleared, your Story Points are tallied, earning you rewards, including unlocking hidden areas or adding more difficult enemies to the board. Some rewards are unavailable the first time you play a story, so consider a second playthrough.

If you lose...

If your HP reaches zero, you lose the battle. You will then have a choice between "Retry" and "Flee," both of which negatively affect your performance rating. If you choose to flee, you will keep the EXP you have earned during the battle, but it will cost you 2 DP.

ARCADE MODE

Jump into the action by controlling pre-customized characters.

Preparing for Battle

First select the mode in which you want to play. Then select the character you want to play.

In Arcade Mode, you can choose from the ten heroes sided with Cosmos, or from the ten villains sided with Chaos.

How a character is customized depends on the mode you have selected to play in. You can check the character's stats by pressing the △ **button** at the Character Selection screen.

* Only the Normal Mode is available in the beginning.

Arcade Mode Battles

In Arcade Mode, you must win a set number of battles (five for Normal Mode).

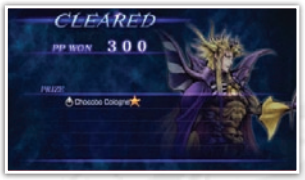
Your HP will recover fully after every victory.

Unlike the other modes, there will be no rewards earned through these battles.

Please remember that you cannot customize or level up your characters in Arcade Mode.

■ ARCADE MODE RESULTS

When you have won all the battles, you will be transported to the results screen.



Depending on your results, you can earn PP and other rewards that can be used for Customization in the other modes. Use them to nurture your character!

■ QUITTING ARCADE MODE

You can quit any battle in Arcade Mode anytime by opening the Pause Menu and selecting "Return to Mode Top." However, once you quit a battle, you will not be able to start from where you left off.

DUEL COLOSSEUM

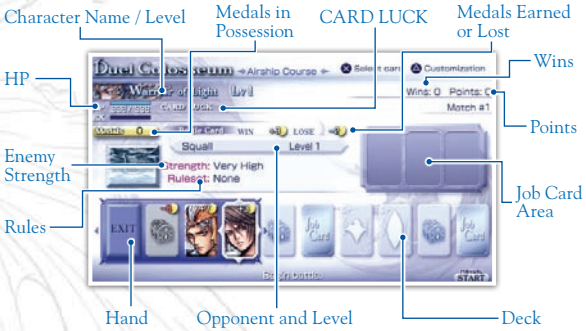
In this mode, you fight by selecting opponents from a never-ending deck of cards.

Preparing for a Duel

First, select the character you want to control. Press the △ **button** to customize your character. You can press the **START button** to randomly select a character to play.

Next, select the course you would like to battle through. The opponents' levels differ by course. Select the course that's right for you.

The Duel Colosseum Screen



* Please see (◊ P.26) regarding "Rules."

Selecting Cards

You start with three cards in your Hand. A defeat will result in a smaller Hand, meaning you have fewer cards to choose from. If you keep losing, you will end up with no choice but to exit the Colosseum. However, certain Job Cards can expand your Hand.

Card Types

BATTLE CARDS

You will fight the opponent on the card. A victory will earn you the number of medals listed on the card, while a loss will cost you a certain number of medals.

TREASURE CARDS

Rarities are held inside, but you will need medals to unlock them.

JOB CARDS

These cards have many beneficial effects. When you play a Job Card from the Hand, it will be placed in the Job Cells at the top of the screen, immediately activating its effect. Some effects are one use only, though others last for as long as the card is in Job Cell. You can stock up to three Job Cards at a time. Drawing a new Job Card will replace the oldest one in the cells. Some Job Cards inflict status ailments, so be careful!

Leaving the Duel Colosseum

Select EXIT and confirm to exchange your medals for PP.

QUICK BATTLE

Fight battles your way by customizing the characters, stages, and strengths to your liking.

Preparing for Battle

First, select your character. Press the △ **button** to customize your character's equipment and skills. You can press the **START button** to select a character at random, or press the □ **button** to randomly set all parameters.

Next, customize the parameters for battle. You can also press the △ **button** to customize your character. The □ **button** will return parameters to default.

Stage	The environment for your battle.
Strength	The strength of your AI opponent.
Level	The level of your AI opponent.
Behavior	The behavior of your AI opponent.
Rules	The ruleset of your battle.

■ RULES

The Rules parameter can be acquired through the PP Catalog. This allows you to select a ruleset that governs your battle. You can select from Cosmos Judgment, Chaos Judgment, Double Judgment, Random, or none.

[Chaos Judgment]
After a length of time in the battle, both players' base damage and critical hit ratio start to rise. Additionally, letting time pass without attacking will result in a penalty. This ruleset is suited for all-out, no-holds-barred brawls.

[Cosmos Judgment]
Both you and your opponent will each receive one act of salvation when in danger. This ruleset is suited for beginners, or players who enjoy dramatic reversals in their battles.

[Double Judgment]
Both Chaos and Cosmos Judgment rulesets are in effect.

Starting a Battle

When all parameters are set, select "Enter Battle" to begin.

Ending a Battle

When a battle ends, you will have the following options:

Return to Battle Setup	Return to the stage and rule selection screen.
Rematch	Battle against the same opponent on the same stage.
Return to Character Selection	Return to the character selection screen.
Return to Start Menu	End battle and return to the Start Menu.

CUSTOMIZATION

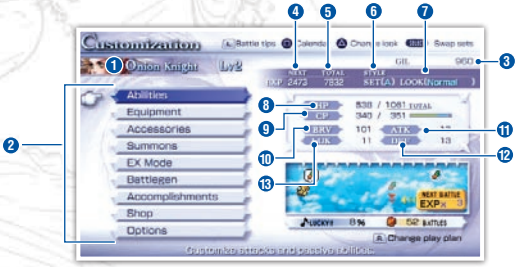
Pressing the △ **button** from the menu screen of any mode will take you to the Customization menu, which allows you to make adjustments to your character's equipment and skills. Changes made here will be effective in all modes.

The Customization menu in Arcade Mode is only for checking your character's status. You cannot adjust the attributes of the character.

Customization Menu

You can use these buttons in the Customization menu.

□ **button**	Display the calendar.
△ **button**	Change the character's look.
SELECT button	Switch equipment sets.
L **button**	Open battle tips.
R **button**	Change play plan.



1. Character name / Level
2. Submenus
3. Gil
4. EXP needed for next level
5. Cumulative EXP
6. Current equipment set
7. Current look
8. Current / Max HP
9. Used / Max CP
10. Bravery
11. Attack
12. Defense
13. Luck

Play Plans and the Chocobo's Journey

While you are playing the game, your chocobo journeys through the Customization menu. He moves one notch forward for each battle you win.

Whenever the chocobo eats a gysahl green or is in a good mood, there will be a bonus to your EXP. If he arrives at a treasure chest, you may receive an accessory as a reward. The chocobo will notify you of any changes in his status by appearing in the lower left corner of the screen after battle.

The time it takes for your chocobo to find a treasure chest depends on your play plan. For the Casual Gamer, the journey is short; for the Hardcore Gamer, it is longer.

A longer journey yields more rewards, but the play plan data resets once a day. Think of how much you might play in a day and set your play plan accordingly to lead the chocobo to his rightful treasure.

You can change your play plan anytime by pressing the R **button** at the Customization menu, but remember that the play plan data is reset every time you change your play plan.

Sorting Items

If you cannot seem to find what you are looking for in a long list of equipment or accessories, the Sort function can help. Press the △ **button** to sort items by a variety of criteria, such as effectiveness or item category.

Abilities

Newly learned abilities can be equipped through this menu for use in battle.

There are two types of points related to abilities: CP and AP. Enabling abilities costs capacity points (CP). Winning battles will earn you ability points (AP) for the abilities you have enabled. Once you earn the maximum AP for any ability, you have "mastered" that ability, allowing you to enable it with fewer CP.

■ OFFENSIVE ABILITIES

There are two types of offensive abilities you can use: bravery attacks and HP attacks. Bravery attacks (○ **button**) decrease the opponent's bravery while increasing yours. HP attacks (□ **button**) damage the opponent's HP by the amount of your current bravery.

■ BASIC ABILITIES

These are non-offensive abilities.

Actions: These pertain to moves other than attacks, such as Ground Block and Aerial Recovery.

Support Abilities: Abilities such as EX Core Lock On and Auto Recovery that can help you out on the battlefield.

Extra Abilities: Specialized abilities for experts, such as Sneak Attack and Concentration.

■ DEFAULT

Select this to enable the character's default abilities.

■ REMOVE ALL

Select this to disable all abilities.

■ LIST

You can see a list of all the abilities you have:

○	Bravery attacks.
□	HP attacks.
ACT	Actions.
SPT	Support abilities.
EXT	Extra abilities.

Equipment

Weapons and armor must be equipped if you wish to use them in battle. On the left side of the screen, you can check how each piece of equipment affects your stats.

: Equipment that generally affects attack.

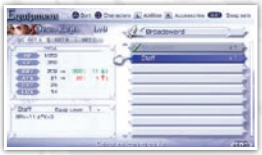
: Equipment that generally affects defense.

: Equipment that generally affects bravery.

: Equipment that generally affects HP.

■ EQUIP

Select an equipment slot to open a list of available equipment, then choose one and press the ⊗ **button** to confirm.



■ UNEQUIP

Select the equipment slot for the equipment you want to remove, then press the ⊗ **button** to confirm.

■ REMOVE ALL

Select this to remove all equipment.

■ OPTIMIZE

Select this to view an equipment set chosen for optimal strength. Select "Yes" to equip that set of items.

Accessories

Accessories must be equipped to affect your character. Extra accessory slots can be purchased through the shop.

■ EQUIP

Select this to equip accessories.

Basic Accessories: A basic accessory is effective by itself.

Booster Accessories: A booster accessory boosts the effects of a basic accessory when conditions are met during battle. It has no effect by itself.

Special Accessories: A special accessory has effects that are not affected by booster accessories.

Trade Accessories: A trade accessory can be traded for equipment at the shop.

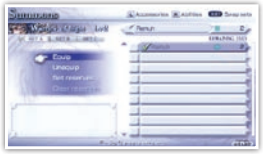
■ UNEQUIP

Select the slot for the accessory you want to remove.

■ REMOVE ALL

Select this to remove all accessories. Select "Yes" to proceed.

Summons



Summons must be equipped to use them in battle. Every summon has a limit to the number of times it can be used before it needs to be recharged.

■ EQUIP

Select the summon you want to equip.

■ UNEQUIP

Select the summon you want to remove.

■ SET RESERVES

By setting reserves, you can automatically equip a fresh summon while one is recharging. Use the ⊗ **button** to select an order for your reserves.

■ CLEAR RESERVES

Select this to disable the reserves function.

EX Mode

Check the skills and effects that are available while in EX Mode.

■ EX BURST

This describes the EX Burst move, as well as the method you must follow to deal maximum damage during EX Burst.

■ EX EFFECTS

This describes various beneficial effects granted during EX Mode.

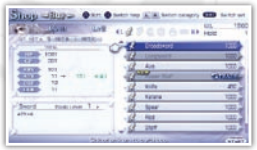
Battlegen

Performing certain feats, such as inflicting a Bravery Break or connecting with an HP attack, occasionally causes you to generate special accessories during battle. This is called Battlegen. Check this menu to see the accessories you can obtain, and the conditions you must meet to create them.

Accomplishments

Select this to check your progress on various gameplay achievements, as well as the rewards for completing them. Press the □ **button** to toggle between showing the rewards and the conditions.

Shop



You can buy or sell various items through the shop. You will need sufficient gil to purchase items. For items marked with the TRADE icon, you will not only need gil, but also the designated items or accessories. You can also purchase and add extra accessory slots or learn new abilities.

Options

Select this to make various adjustments to game settings (◊ P.15).

COMMUNICATIONS (AD HOC) MODE

Battle friends and rivals over ad hoc networks.

Online Lobby

You can use the Communications (ad hoc) Mode to engage in online battles or to exchange Friend Cards with other PSP users. Select a lobby, and press the confirmation button to enter. If you wish to battle a specific user, make sure to enter the same lobby.

■ ONLINE BATTLES

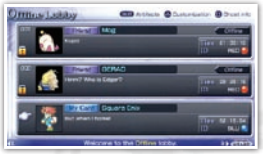
From the Online Lobby, select the room where your opponent is. Select from Rooms 1 through 8 to play a character you have customized. Select from Rooms 9 through 16 to play a pre-customized character.

Next, select your opponent. To enter battle, select "Challenge to Battle." Once the opponent accepts by selecting "Yes," you will be able to choose your characters. Proceed by selecting the stage and rules.

If the opponent selects "No," you will be returned to the Online Lobby.

■ EXCHANGING FRIEND CARDS

By entering a room in the Online Lobby, you can exchange Friend Cards with players in the same room. When you meet a friend with whom you have exchanged Friend Cards before, your Friend Cards will be updated. If your friend had been playing against your ghost, you will receive Friend Rewards, depending on the number of ghost battles they completed. For details on Friend Cards, please see (◊ P.36).

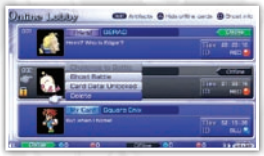


[Owning and protecting your cards]

You can have up to 46 cards in your possession. If any further cards are obtained, older cards will be deleted. Card data can be locked in order to protect them from being deleted. Up to 30 cards can be locked.

[Deleting cards]

You can delete unwanted cards by selecting "Delete." However, Friend Cards of friends to whom you are currently connected online cannot be deleted.

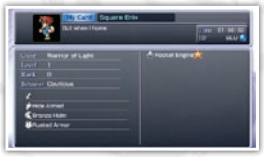


■ VIEWING GHOST INFO AND GHOST BATTLES

Press the □ **button** to view ghost info. Ghosts reflect the strength and personality of the player.

RANK: This signifies the ghost's strength in action.

BEHAVIOR: This shows the ghost's behavior on the battlefield.



You can also fight against ghosts of other players in the Online Lobby. Select the Friend Card of the opponent, and select Ghost Battle.

Any information you enter may be exchanged with other players. You should refrain from entering personal data or any information that could be deemed inappropriate.

Offline Lobby

This mode allows you to check Friend Cards without connecting online. You can also fight ghost battles and earn rewards.

■ VIEWING GHOST INFO AND GHOST BATTLES

The Offline Lobby lets you view ghost info and fight ghost battles. (◊ P.35)

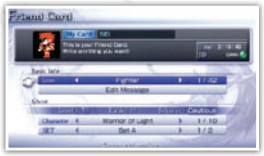
Ghost battles cannot be fought until you have exchanged Friend Cards with another player. Once you have a Friend Card, you may fight the ghost on that card as often as you like.

■ MANAGING FRIEND CARDS

Friend Cards can be protected and deleted in the Offline Lobby. (◊ P.35)

Friend Card Settings

This is where you can set up your Friend Card and ghost.



Any information you enter may be exchanged with other players through the wireless connection. You should be careful not to store any personally identifiable data such as your name, address, or telephone number. You should also refrain from entering any information that could be deemed discriminatory, inflammatory, obscene, offensive, or otherwise indecent or inappropriate.

■ BASIC INFO

You can set an icon of your choice and write a message for your Friend Card. Scroll through the available friend icons using the left and right directional buttons. After editing your card's message, select "Enter" or press the **START button** to finalize.

Your message may be viewed by people you do not know. You should be careful not to include any personal information, and refrain from using words that might offend others.

■ GHOST

This is where you set the character you send to other players as your ghost. Use the up and down directional buttons to switch fields, and the right and left directional buttons to change the settings.

Artifacts

Artifacts are items that are left behind by opponents you fight online. Use this screen to check the history of any artifact in your possession, or to add your own story.

■ RENAMING ARTIFACTS

When an artifact's icon is marked with a quill, you can rename it, changing the effects of the item. You cannot equip a newly created artifact; it must be named before it can be equipped.

■ SPREADING ARTIFACTS

You can increase the chance of spreading your artifacts to others by equipping them while battling online.

■ SELLING ARTIFACTS

Press the △ **button** at the Artifacts screen to sell any artifacts you have. Artifacts cannot be sold at the shop. You can have a maximum of twenty artifacts in your possession, so check often and sell what you do not need.

The new name of your artifact can be seen by people you do not know. You should be careful not to store any personally identifiable data such as your name, address, or telephone number. You should also refrain from entering any information that could be deemed discriminatory, inflammatory, obscene, offensive, or otherwise indecent or inappropriate.

Card Exchange

You can exchange cards ad hoc by putting your PSP into sleep mode. You can receive up to 16 Friend Cards at one time, but the number of your own Friend Cards you can give out is limitless.

You can obtain PP based on the number of people you exchange cards with.

PP CATALOG

As you earn PP at various points in the game, you can use them in the PP Catalog to expand the game. Use the L and R **buttons** to change categories and select the feature you want to unlock from the list.

MUSEUM

As you progress through the story, there will be a growing collection you can peruse in the Museum.

Character Files

View details on the characters. Use the L and R **buttons** to change characters and the □ **button** to view the 3D character model.

Summon Compendium

View details on the summons. Use the L and R **buttons** to change summons.

Theater

You can view cutscenes and listen to music or character voices. Use the up and down directional buttons to select a category and press the ⊗ **button** to enter it. Use the right and left directional buttons to scroll through the available files, then press the ⊗ **button** to play.

Cutscenes	View event scenes and movies.
Music	Listen to music used in the game.
Voices	Listen to the voices of the characters.

Player Icons

View the icons in your possession. Select any icon and press the △ **button** to set it as your Friend Card icon.

Records

View various records of your battles. Use the L and R **buttons** to view all character records.

Battle Replay

Play back and edit battle footage you have saved.

CALENDAR

Bonus Day

When you start a new game, you are asked to choose a day of the week. This becomes your Bonus Day, when you can earn bonus AP, PP, gil, and EXP through battles.

You can change your Bonus Day through the main menu or Customization menu, but the new Bonus Day will not occur until the following week.

Other Days

Besides the Bonus Day, there are other days when certain parameters are boosted. You can increase the value of these boosts, as well as increase the frequency with which such bonuses occur, by unlocking them from the PP Catalog. Remember that if you change your Bonus Day to another day, any bonuses previously set on that day will be overwritten.

Mognet

During the course of the game, you will receive letters from moogles. Press the □ **button** at the main menu to read new mail.

Some letters ask for you to reply. The contents of subsequent letters will depend on your answer.

HINTS

Get Comfortable with Battles

If you are having trouble making progress in Story Mode, try getting used to combat by fighting Quick Battles with weaker opponents. Quick Battles may help you get used to fighting in difficult stages, too.

Collect PP and Expand Your Game

You can earn PP throughout the game. PP lets you expand many elements of the game through the PP Catalog. For instance, leveling up your character can be made easier by increasing the frequency and value of bonus icons in the calendar.

Think Through Your Moves on Every Level

There is no right way to clear a level. Do you want to open every treasure chest, or do you want to save up your DP and go for Story Bonuses? These are just some of the things to think about as you progress through every level.

Use Caution at Every Level

You will find some areas to be locked and inaccessible. Some locked areas are only unlocked by destroying one of the pieces in the level. Other areas will reveal what is hidden only after you set your home area adjacent to them. Areas marked with a "?" could be hiding powerful enemies. Be sure you are ready to fight before engaging locked areas.

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PERFORMED BY
YOUR FAVORITE ENEMIES

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GUITAR
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Sef

BASS
Ben Lemelin

VOCALS & KEYBOARDS
Miss Isabel

DRUMS
Charles (Moose) Allicy

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Your Favorite Enemies appears as courtesy of Hopeful Tragedy Records

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